

REMARKS/ARGUMENTS

Favorable reconsideration of this application as presently amended and in light of the following discussion is respectfully requested. Claims 1-20 are pending, Claims 1 and 11 having been amended, and Claims 12-20 having been added by way of the present amendment. Claims 12-20 correspond with Claims 2-10, but are drafted to avoid a claim construction under 35 U.S.C. § 112, sixth paragraph. Thus, no new matter is added.

In the outstanding Office Action, Claims 1-11 were rejected as being unpatentable over Karmarkar (U.S. Patent No. 6,508,709) in view of Walker (U.S. Patent No. 6,293,866).

In reply, Claim 1 has been amended to define an information providing system for providing information on a game arcade and a hotel, comprising: a plurality of photographing means provided in the game arcade for taking images of a situation in the game arcade, the situation including a game, a gaming machine and information of the game arcade other than the game and the gaming machine; and displaying means provided in a guest room of the hotel for displaying the images of the situation in the game arcade taken by the photographing means.

In a non-limiting example, and referring to Figure 1 and the corresponding description in the specification, for example at page 10, beginning with line 18, the terminal 12 selectively displays images of the situation including a game, a gaming machine and information of the game arcade other than the game and the gaming machine in the game arcade 20. The images are taken by the cameras 21a to 21f so that the terminal 12 can offer a service of providing information on the game arcade 20 to the guest room 10, providing various kinds of services resulting from the interaction between the guest room 10 and the game arcade 20. Thus, for example, a guest staying in the guest room 10 can enjoy seeing images of the situation including a game, a gaming machine and information of the game arcade other than the game and the gaming machine in the game arcade 20 without going

down to the game arcade 20. Since guests can obtain information on the situation including the a game, a gaming machine and information of the game arcade other than the game and the gaming machine in a game arcade from the guests' rooms, the guests are motivated to go to the game arcade, based on how they perceive the state of play in the game arcade. The hotel can improve its ability to attract customers by providing the service to guests.

Accordingly, an advantage offered by the present information providing system is that it allows for information on a game arcade to be provided to guest rooms to provide various services resulting from connection between the guest rooms and the game arcade (see, e.g., page 2, lines 21-25). Consistent with this advantage, the claimed invention allows for the taking of images of a situation in the game arcade, where the situation includes a game, a gaming machine, and information of the game arcade other than the game and the gaming machine. Then, within a guest room of a hotel, a display means displays the images of the situation in the game arcade taken by the photographing means.

On the other hand, Karmarkar describes a gaming system in which images necessary for playing a game from a remote location are captured by a camera and then the images are displayed to a user at a remote location. In the system of Karmarkar, a user can watch only a game or a gaming machine, but not the situation including information of the game arcade other than the game and the gaming machine (col. 6, lines 23-27). Only a game and a gaming machine are captured by a camera and then corresponding images are displayed in the system of Karmarkar.

In contrast to amended Claim 1, Karmarkar does not show capturing "the situation including information of the game arcade other than the game and the gaming machine" and displaying the situation to a user. Further, in Karmarkar, the main objective is to only capture images necessary for playing a game from a remote location. Accordingly, Karmarkar offers no suggestion for capturing the situation including information of the game arcade other than

the game and the gaming machine, and for displaying the situation. Moreover, Karmarkar does not even contemplate the scenario addressed by the system of Claim 1. For example, see Figures 11 nor 13 of Karmarkar which show nothing about “the situation including information of the game arcade other than the game and the gaming machine, and to display the situation”.

The last sentence of the abstract of Karmarkar describes “[W]hen selecting a game, the remote player can virtually roam around a casino...”. From the detailed description of the preferred embodiments of Karmarkar (see col. 17, lines 44-62, for example), “virtually roam around a casino” only means “select specific table number (T#) and player number (P#)”. Accordingly, Karmarkar fails to disclose, teach or suggest that a user can watch “the situation including information of the game arcade other than the game and the gaming machine”. Relating to the player number, the term “live player” in Karmarkar (see col. 6, lines 47-53, col. 10, lines 45-52, and col. 17, lines 44-62, for example) is included in “situation including a game” of amended Claim 1, but not “information of the game arcade other than...” because the term “live player” means a player who is playing a game at a gaming machine (or table). A remote user (viewer) of Karmarkar watches the “live player” as part of the game.

One of the technical effects of the Claim 1, for example, is that a guest staying in the guest room can enjoy seeing images of the situation in the game arcade without going down to the game arcade. Karmarkar in which only a game and a gaming machine are captured by a camera and displayed cannot bring about this same effect.

Karmarkar fails to describe the “situation including a game, a gaming machine and information of the game arcade other than the game and the gaming machine” and “displaying means for displaying the images of the situation”, as claimed. As such a guest staying in the guest room cannot enjoy seeing images of the situation including a game, a gaming machine and information of the game arcade other than the game and the gaming

machine, without going down to the game arcade. Accordingly, Claim 1 and Karmarkar are different in their technical effects and tangible results. Furthermore, there is no teaching, suggestion and motivation in Karmarkar for leading to the invention of amended Claim 1. Therefore, that amended Claim 1 patentably defines over Karmarkar.

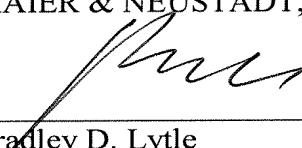
The Office Action asserts Walker as providing a system that discloses a card system that is used to identify the user and the gaming system in the game arcade area. Assuming *arguendo* that this is the case, even Walker does not cure the deficiencies discussed above with regard to Karmarkar in light of amended Claim 1. Therefore, no matter how Karmarkar is combined with Walker, the combination does not teach or suggest all of the elements of amended Claim 1.

Although of differing statutory class and/or scope, it is respectfully submitted that Claims 2-20, as amended, is also patentably distinguishing over the asserted prior art.

Consequently, in view of the present amendment and in light of the foregoing comments, it is respectfully submitted that the invention defined by Claims 1-20, as amended, is patentably distinguishing over the prior art. The present application is therefore believed to be in condition for formal allowance and an early and favorable reconsideration of this rejection is therefore requested.

Respectfully submitted,

OBLON, SPIVAK, McCLELLAND,
MAIER & NEUSTADT, P.C.


Bradley D. Lytle
Attorney of Record
Registration No. 40,073

Customer Number

22850

Tel: (703) 413-3000
Fax: (703) 413 -2220
(OSMMN 08/07)

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